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THE UNITED STATES PATENT AND TRADEMARK OFFICE

Application No. : 10/660,041  
Applicants : Benjamin T. Gomez  
Peter W. Flemming  
Alfred Thomas  
Filed : September 11, 2003  
Title : Gaming Machine With Bonus Choice Changing Feature  
TC/A.U. : 3713  
Examiner : Nguyen, Kim T.  
Docket No. : 47079-00230USPT  
Customer No. : 30223

Commissioner for Patents  
Mail Stop Non-Fee Amendment  
P.O. Box 1450  
Alexandria, VA 22313-1450

CERTIFICATE OF MAILING

I hereby certify that this correspondence is being deposited with the United States Postal Service as first class mail, postage prepaid, in an envelope addressed to the Commissioner for Patents, Mail Stop Non-Fee Amendment, P.O. Box 1450, Alexandria, VA 22313-1450, on 1-26, 2006.

Signature:

Carla Rivera

37 C.F.R. § 1.131 DECLARATION

Dear Sir:

We, Benjamin T. Gomez, Peter W. Flemming, and Alfred Thomas, named co-inventors of pending U.S. Patent Application No. 10/660,041, entitled "Gaming Machine With Bonus Choice Changing Feature" hereby declare:

1. We are co-inventors named on the United States Patent Application No. 10/660,041 ("the '041 application").
2. The '041 application generally pertains to a gaming machine including a bonus selection feature. We invented the subject matter of the claims of the '041 application prior to the filing date of U.S. Patent Application Publication No. US 2005/0055115 (Gerrard et al. '115), which is September 9, 2003.

3. As detailed below, the subject matter of the '041 application was conceived prior to September 9, 2003, the filing date of Gerrard et al. '115.


4. Exhibit A is a true printout of a PowerPoint presentation that we prepared prior to September 9, 2003, showing drawings and descriptions of the embodiments of the claimed invention.

5. In view of Exhibit A, the subject matter of the '041 application was conceived prior to September 9, 2003, the filing date of Gerrard et al. '115. Additionally, after the development of the PowerPoint presentation in Exhibit A, we also continued to diligently investigate and refine the technology that is the subject matter of the '041 application at least until September 11, 2003, the filing date the of the '041 application.

6. In addition to our work on the technology, after the development of the PowerPoint presentation in Exhibit A, we continued to diligently work with Patent Counsel on developing the patent application that resulted in the '041 application.

7. We hereby declare that all statements made herein of our own knowledge are true and that all statements made on information and belief are believed to be true; and, further, that these statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code, and that such willful false statements may jeopardize the validity of the '041 application or any patent issued thereon.


Dated: 1/19/2006

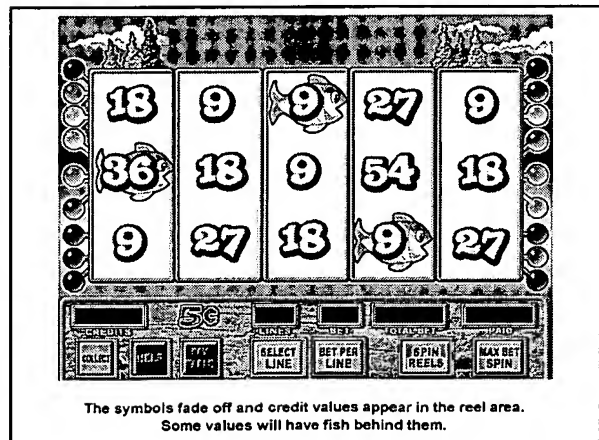
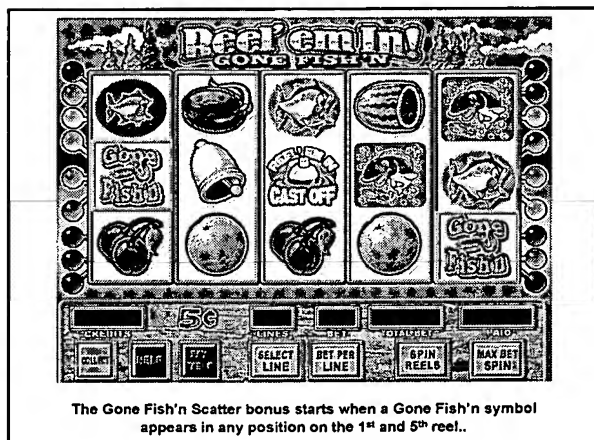
  
Benjamin T. Gomez

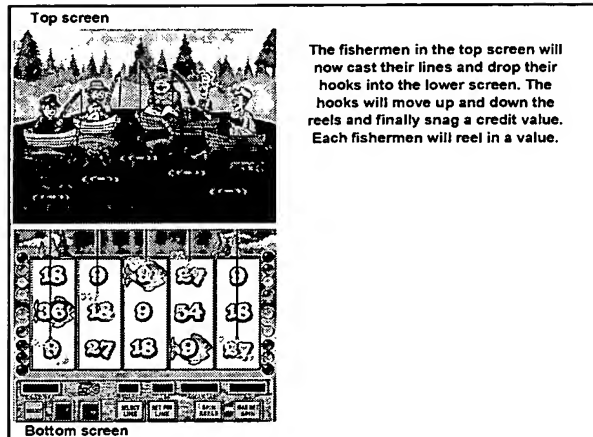
1/19/2006

  
Peter W. Flemming

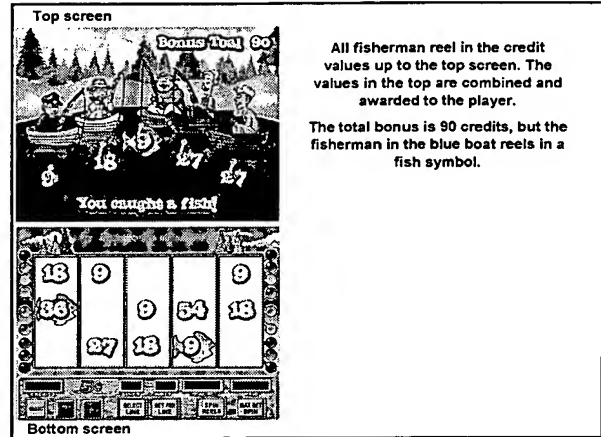
1/20/2006

  
Alfred Thomas



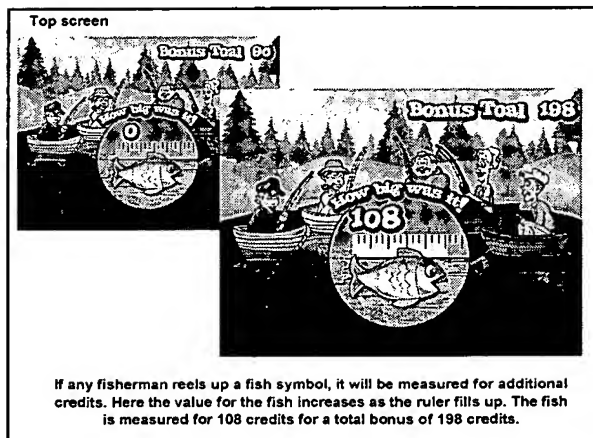


The fishermen in the top screen will now cast their lines and drop their hooks into the lower screen. The hooks will move up and down the reels and finally snag a credit value. Each fishermen will reel in a value.



**All fisherman reel in the credit values up to the top screen. The values in the top are combined and awarded to the player.**

The total bonus is 90 credits, but the fisherman in the blue boat reels in a fish symbol.



If any fisherman reels up a fish symbol, it will be measured for additional credits. Here the value for the fish increases as the ruler fills up. The fish is measured for 108 credits for a total bonus of 198 credits.



**The Fish Tales bonus starts when 3 or more Fish Tales symbols appear on any active pay line.**



The reels transition into the character of Granddad and he begins to tell you a fish tale.



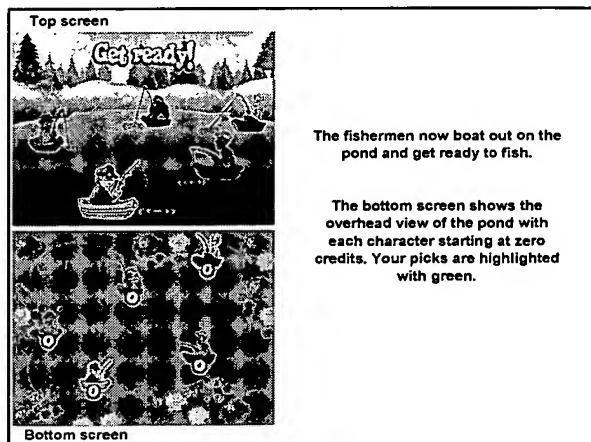
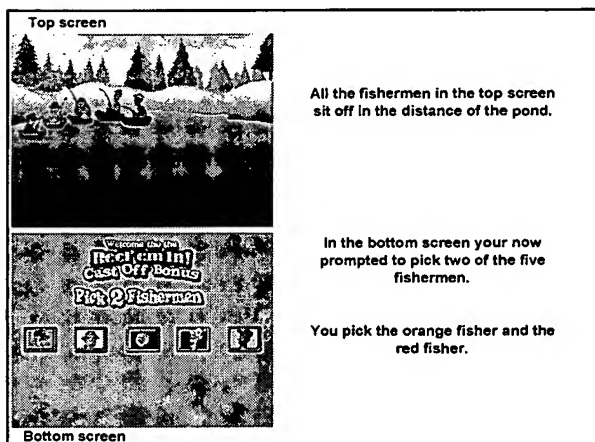
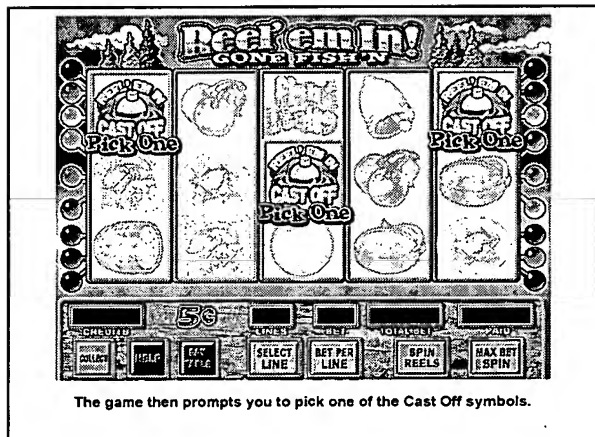
Here he shows a fish of 50 credits. You can believe Granddad and take the 50 credits or hear more of the tale which may end better with a fish 2 times the value, or end worse for a smaller fish for half the value.

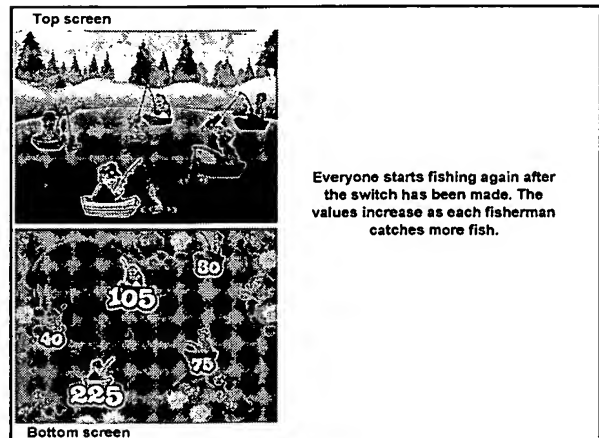
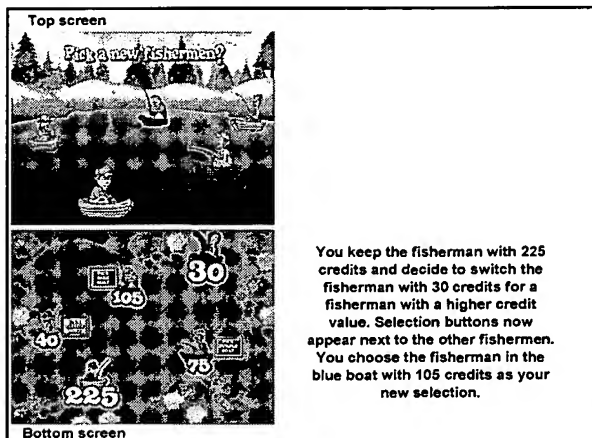
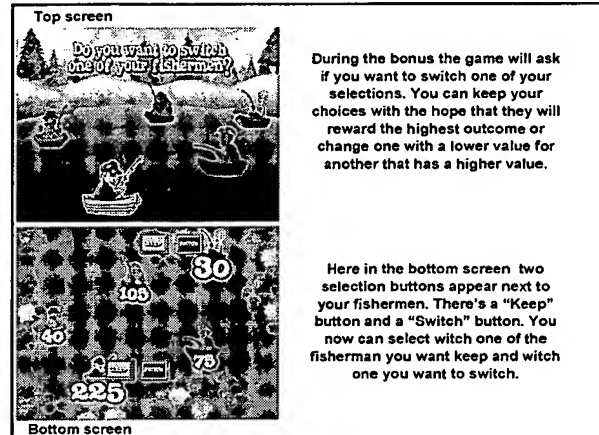
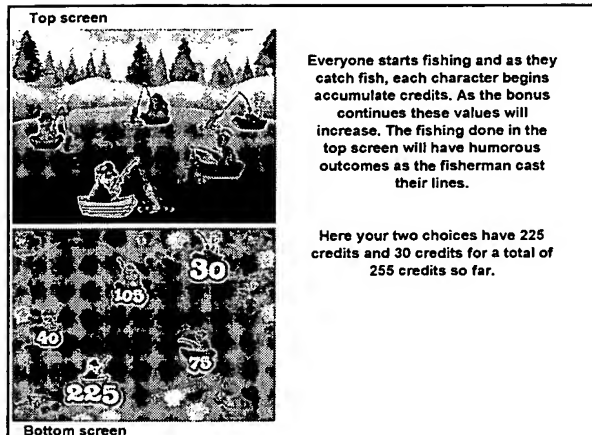


Here you press hear more to see how Granddad finishes his tale. In this case, his tale ended great and actually caught a fish twice as big for 100 credits.

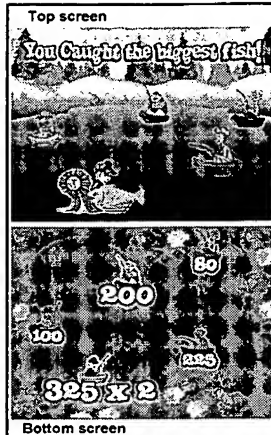


The Cast Off bonus starts when 3 Cast Off symbols appear in any position on the 1<sup>st</sup>, 3<sup>rd</sup>, and 5<sup>th</sup> reel.









At the end of the round one fisher will be awarded a big catch prize. Here one of your fishers gets the big catch and is awarded double his value.

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